

# Hydrologic Analysis Using Interactive Modeling

May 24, 2004





# Outline

Use of interactive modeling in hydrologic analysis

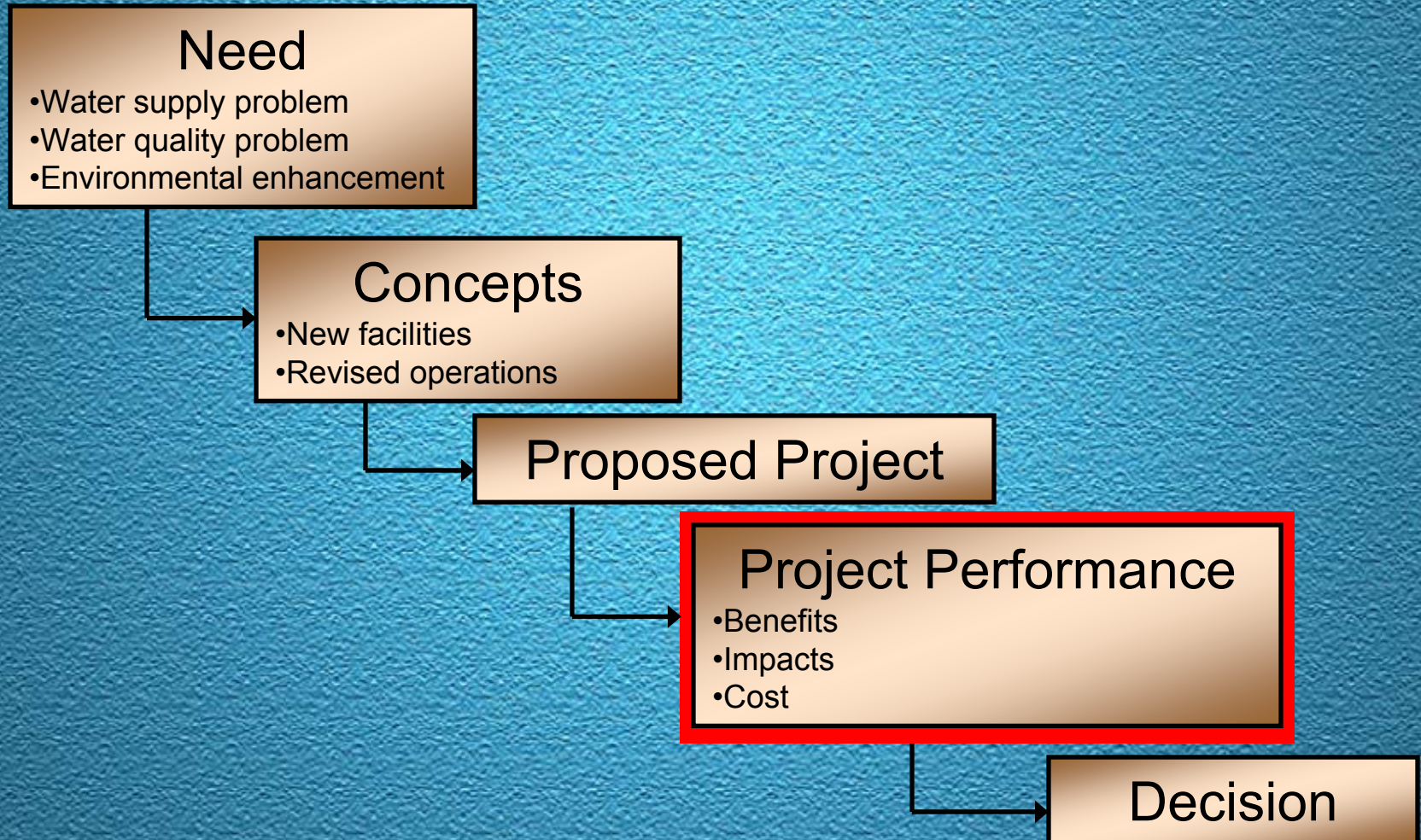
## Examples

- Sacramento Basin
- San Joaquin River Restoration Project
- Madera ID
- Marin MWD
- Exchanges



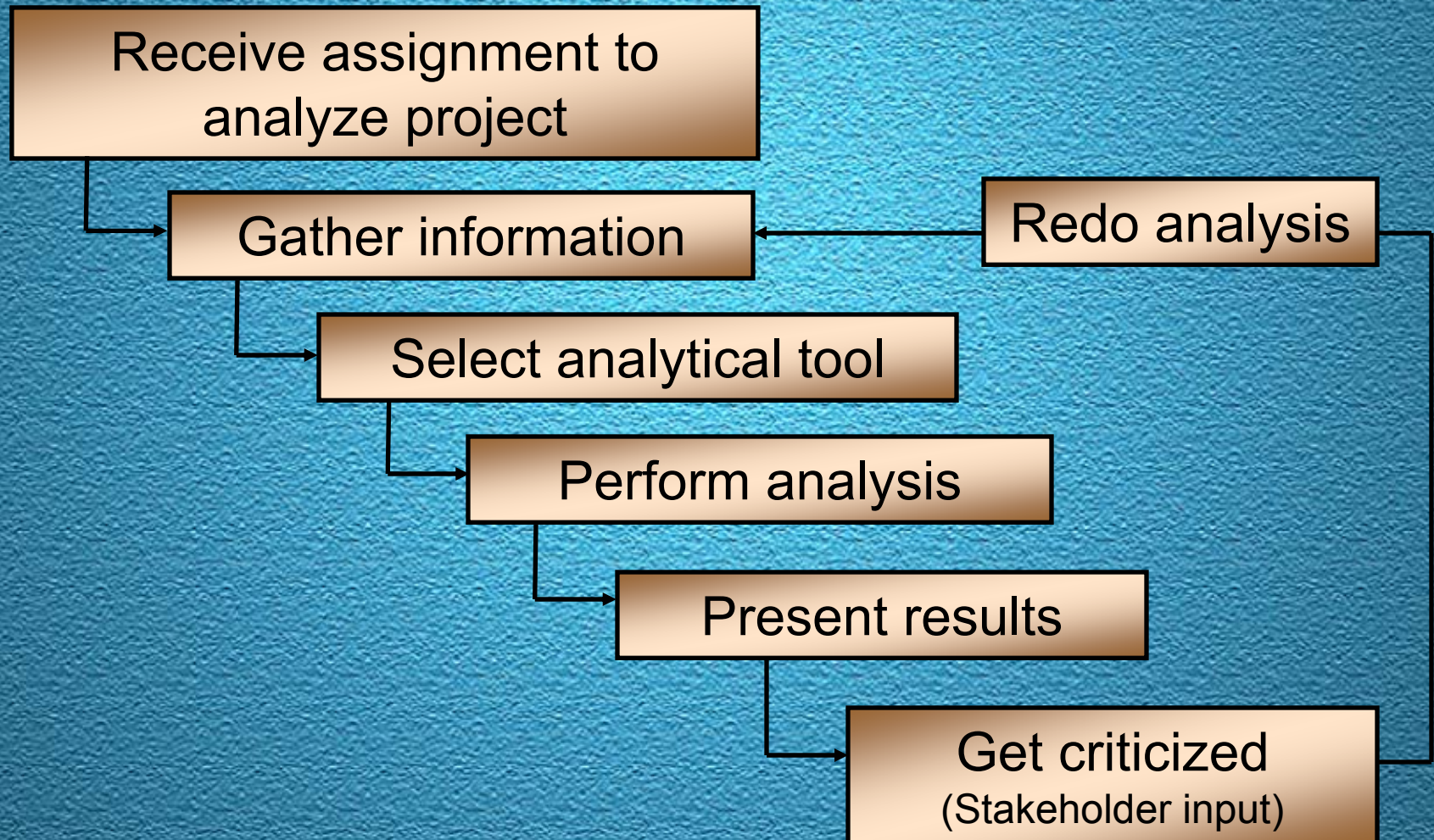
# Purpose for Analysis

(why perform the analysis?)



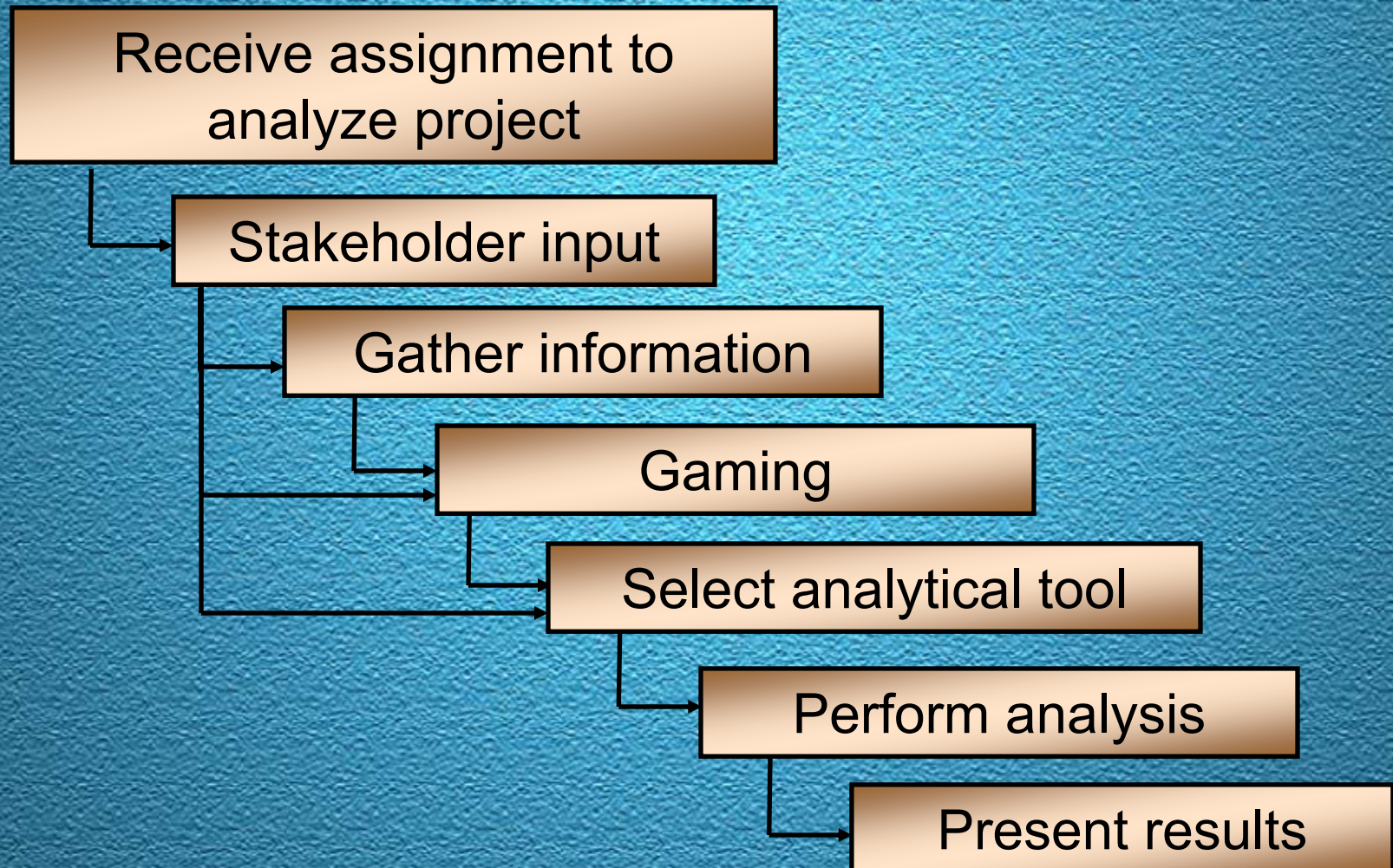


# Common Analyst's Approach





# Analyst's Approach Using Gaming









# Steps To Gaming

## Establish Objectives

- Agree on objectives and modeling rules
- Define geographic scope
- Define alternatives
- Define performance measures

## Participation of Experts

- Ground gaming to reality

## Build Gaming Tools

- Determine type of interactive model(s) required
- Input from technical experts is essential
- Establish baseline

## Perform Gaming

Document Document Document

# Benefits of Gaming

Develop common understanding of:

- Water system and issues
- Alternatives
- Scope and scale of potential benefits from alternatives

Take complex water system and make it easy for most to understand

Stakeholders are “locked” in room for long periods discussing project

Stakeholders are more involved upfront

- Increase in stakeholder confidence in analysis
- Stakeholders have better understanding of analysis and how to interpret results

Minimal effort in explaining results



# Nature of Gaming

It is only a Game!

Operational guidelines for facilities do not necessarily reflect the best use of facilities

Many of the physical characteristics of the system are ignored (the system is simplified)

Operational strategies may not be applied in a consistent manner throughout the game



# Examples

Sacramento Basin

Sites Reservoir

San Joaquin River Restoration Project

Madera ID

Marin MWD

Exchanges



# **Sacramento Basin Gaming - Fall 2000**

## **Basin Wide Management Plan**

### **Goals:**

To identify opportunities to:

Improve reliability of deliveries to Sacramento Basin users

Increase benefits to environment

- Provide Refuge water supplies
- Reduce diversions during periods critical to fish
- Increase instream fishery flows
- Enhance Delta flows and water quality

Satisfy unmet demands in Sacramento Basin

Increase south of Delta exports



# Geographic Area

Covers operation and hydrology of entire CVP/SWP system

Existing facilities operated in game

- Trinity, Shasta, Oroville, Folsom, and groundwater

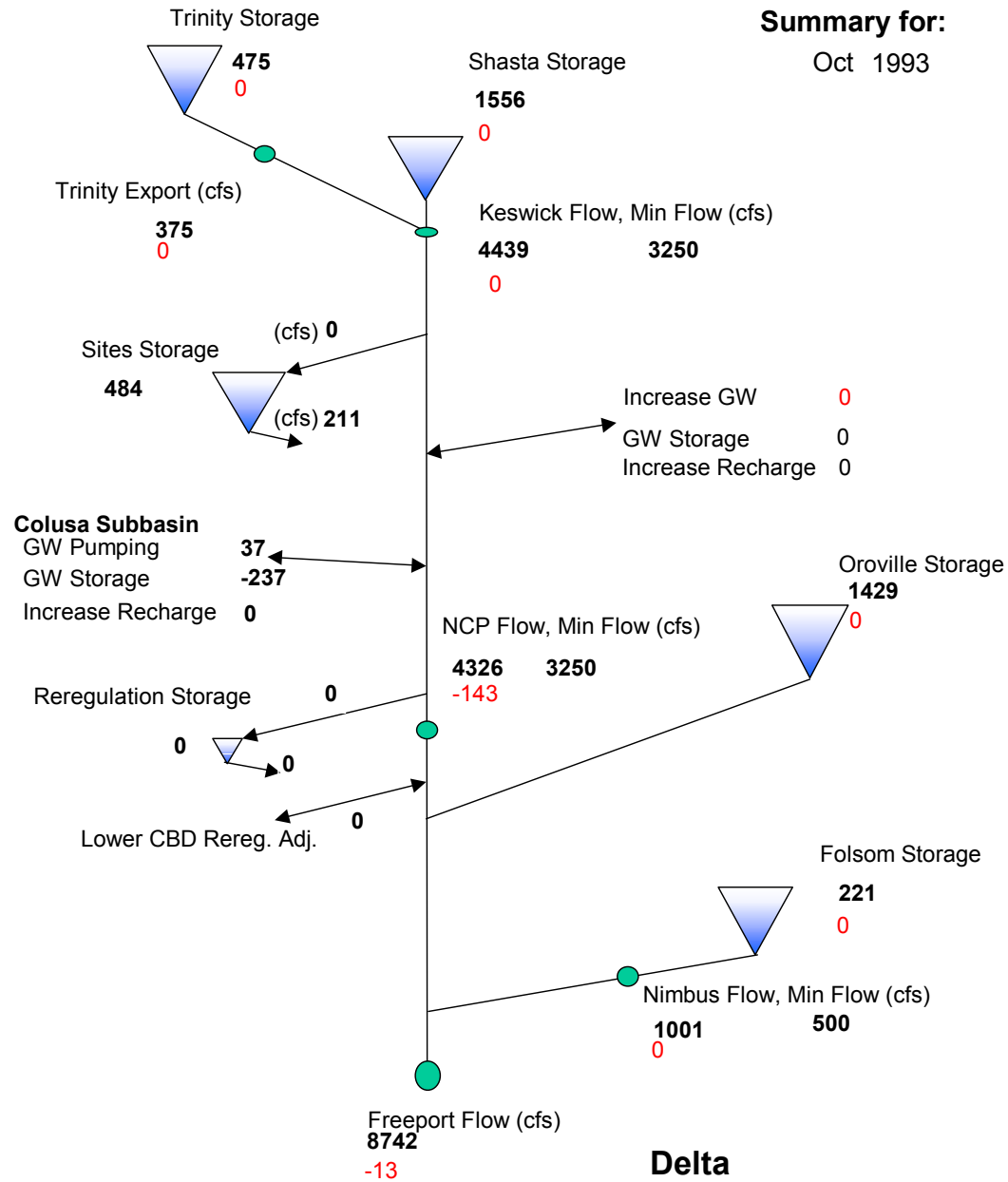
Includes:

- Sacramento, American, and Feather Rivers
- Delta is considered using EWA gaming model



# Summary for:

Oct 1993



Units in TAF Unless Noted

Red: Indicates Change From Initial Conditions

## Delta

CVP Export (cfs)	2837
SWP Export (cfs)	2837
Freeport Surplus	0
Increase Export (cfs)	0



# **3 Gaming Sessions**

## **(Fall 2000)**

### **Game 1 - Existing Facilities**

- Reoperate system for additional benefit
- Increase GW pumping to reduce river diversions

### **Game 2 - New Facilities**

- Enlarged Shasta Lake (300 taf)
- Expanded Ground Water (100 taf in-lieu, increase recharge)
- Re-regulatory Storage (30 and 40 taf in Colusa Sub-basin)
- Increased Banks Export Capacity (8,500 cfs)

### **Game 3 – Additional New Facilities**

- Enlarged Shasta Lake (300 taf)
- Expanded Ground Water (200 taf in-lieu, increase recharge)
- Increased Banks Export Capacity (10,300 cfs)
- Sites Reservoir (1.9 maf, existing plus new 5000 cfs diversion cap., Sac. flow requirement for geomorphology)



# **Sacramento Basin Gaming for Sites Reservoir (October 10-11, 2001)**

## **Focus:**

- Operation for Sites Reservoir
  - Including Conjunctive Use
- Assumptions for Sites is similar to earlier game

Greater involvement from fishery agencies than earlier Sacramento Basin Gaming

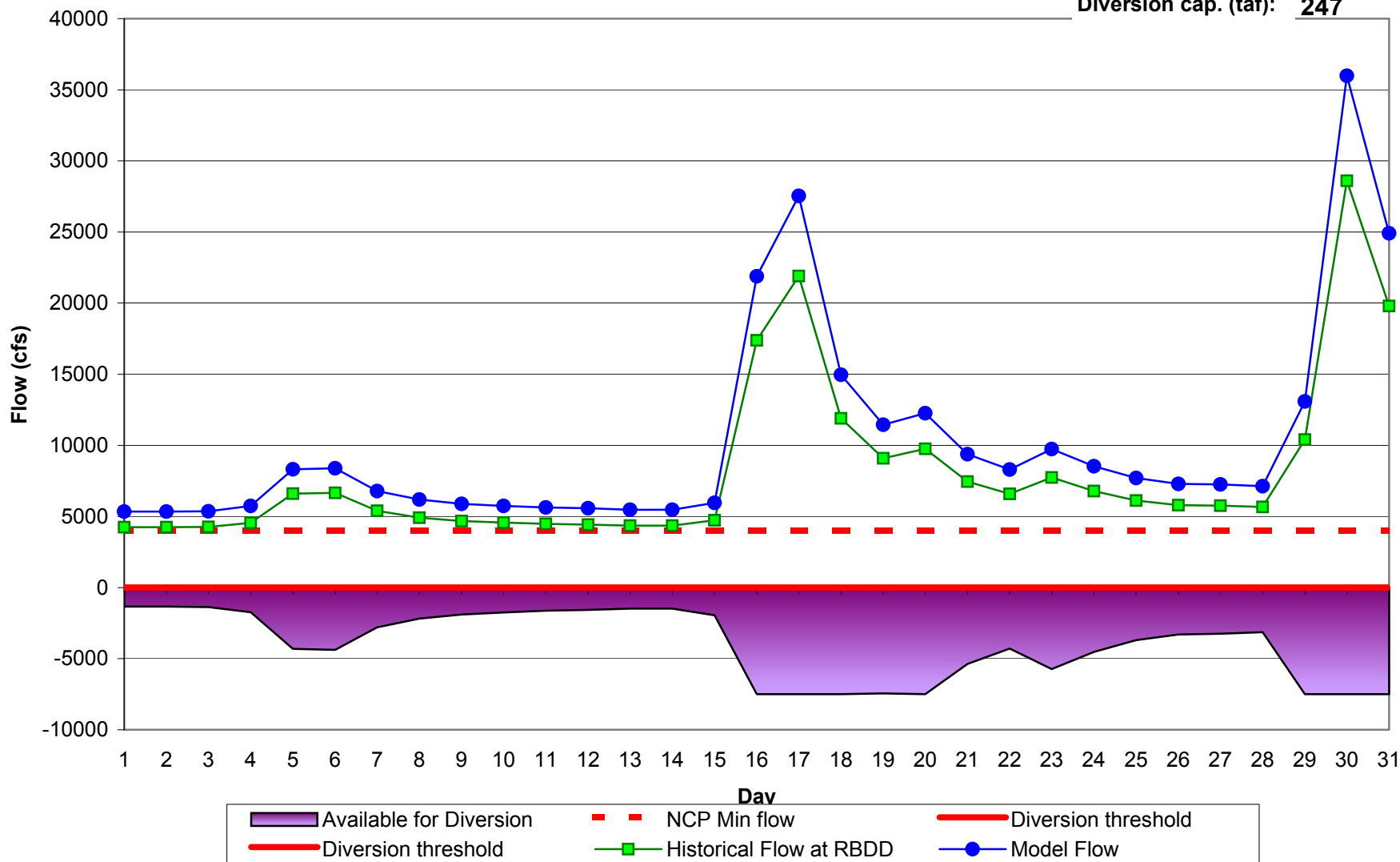


# Available at Sites Diversion

Water Year: 1986

Month: Jan

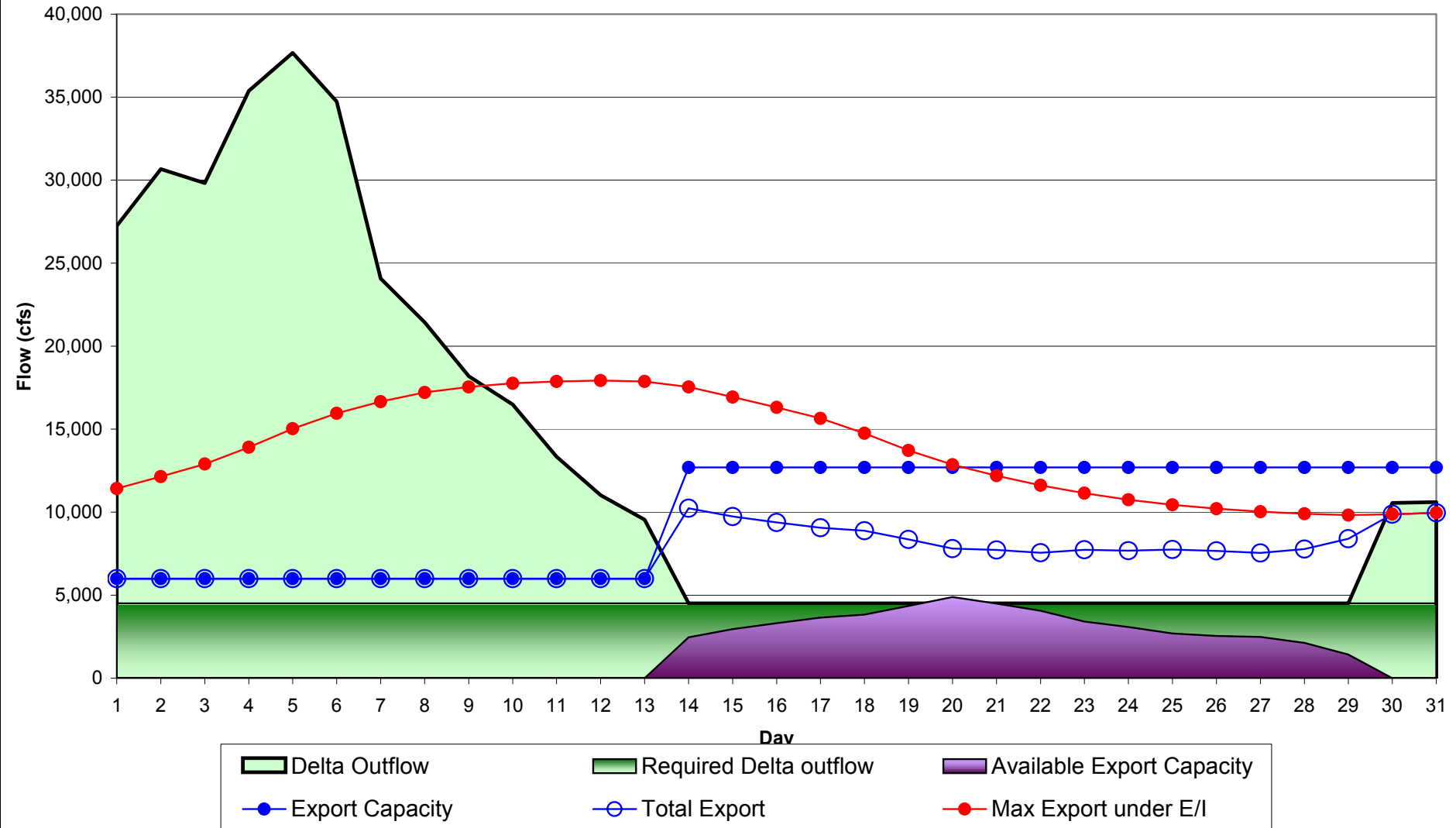
Diversion cap. (taf): 247



Water Year: 1986

Month: 3

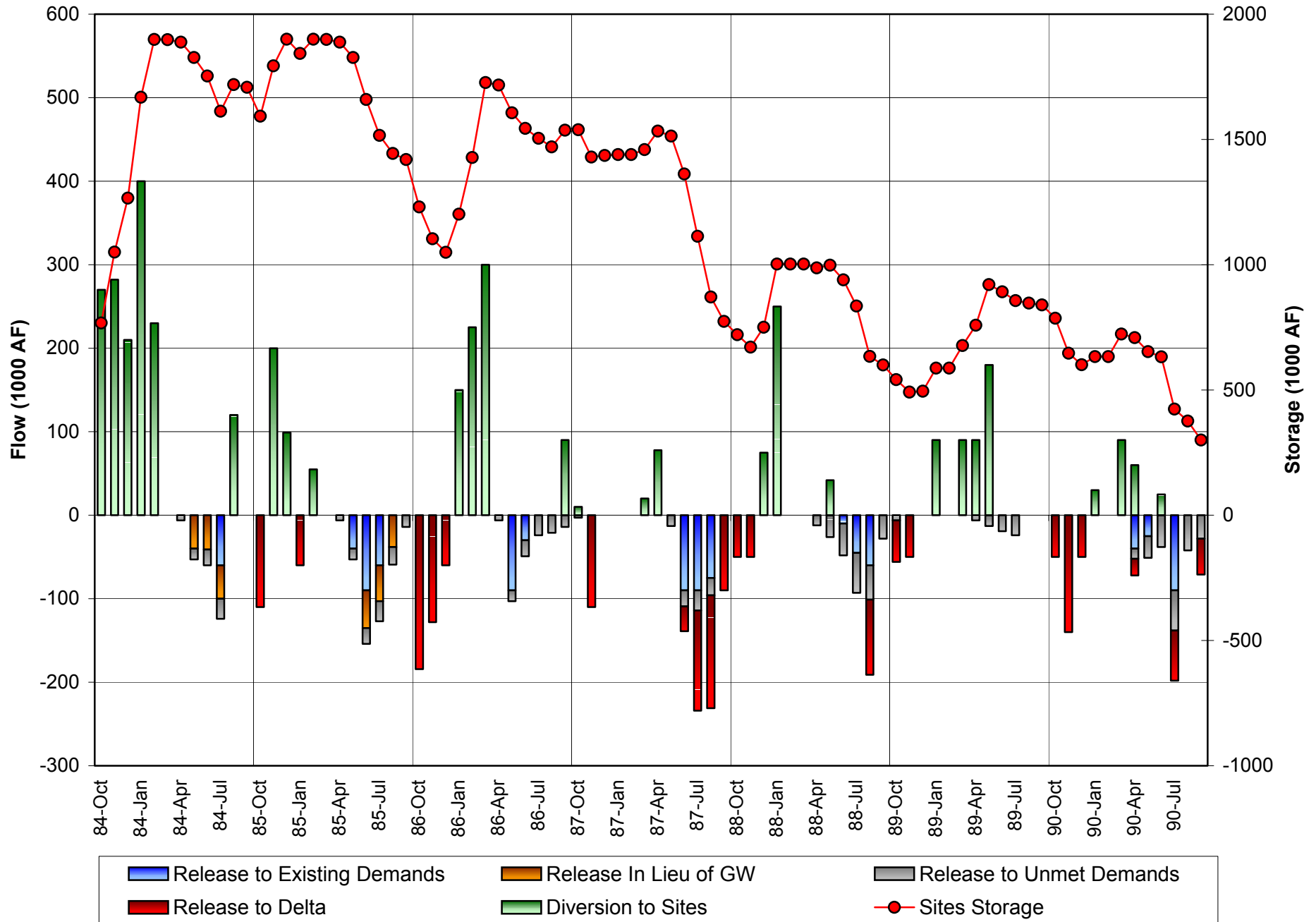
### Delta Summary





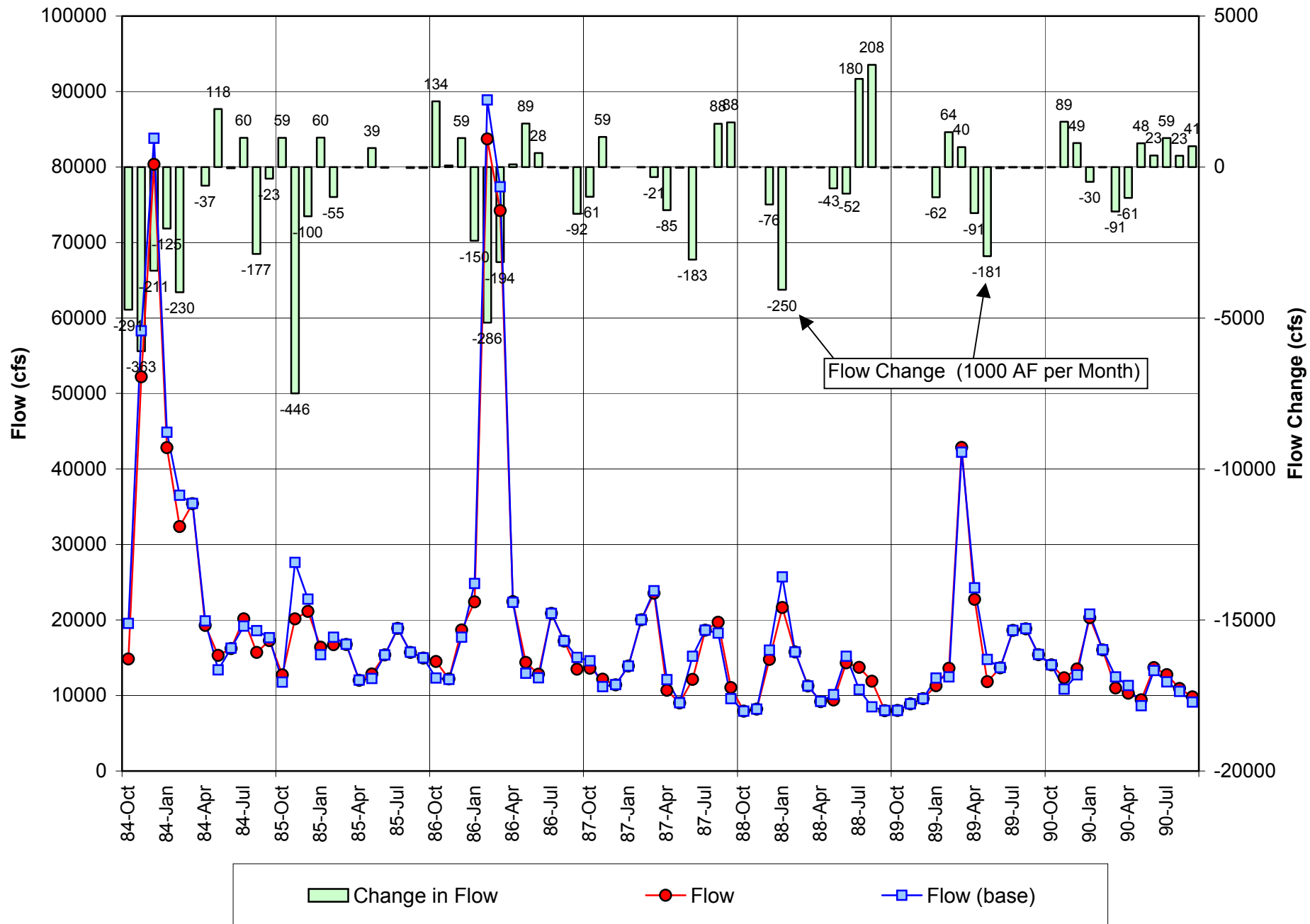
# Sites Reservoir Operation

Interactive Modeling October 11, 2001



# Sacramento River Inflow to Delta

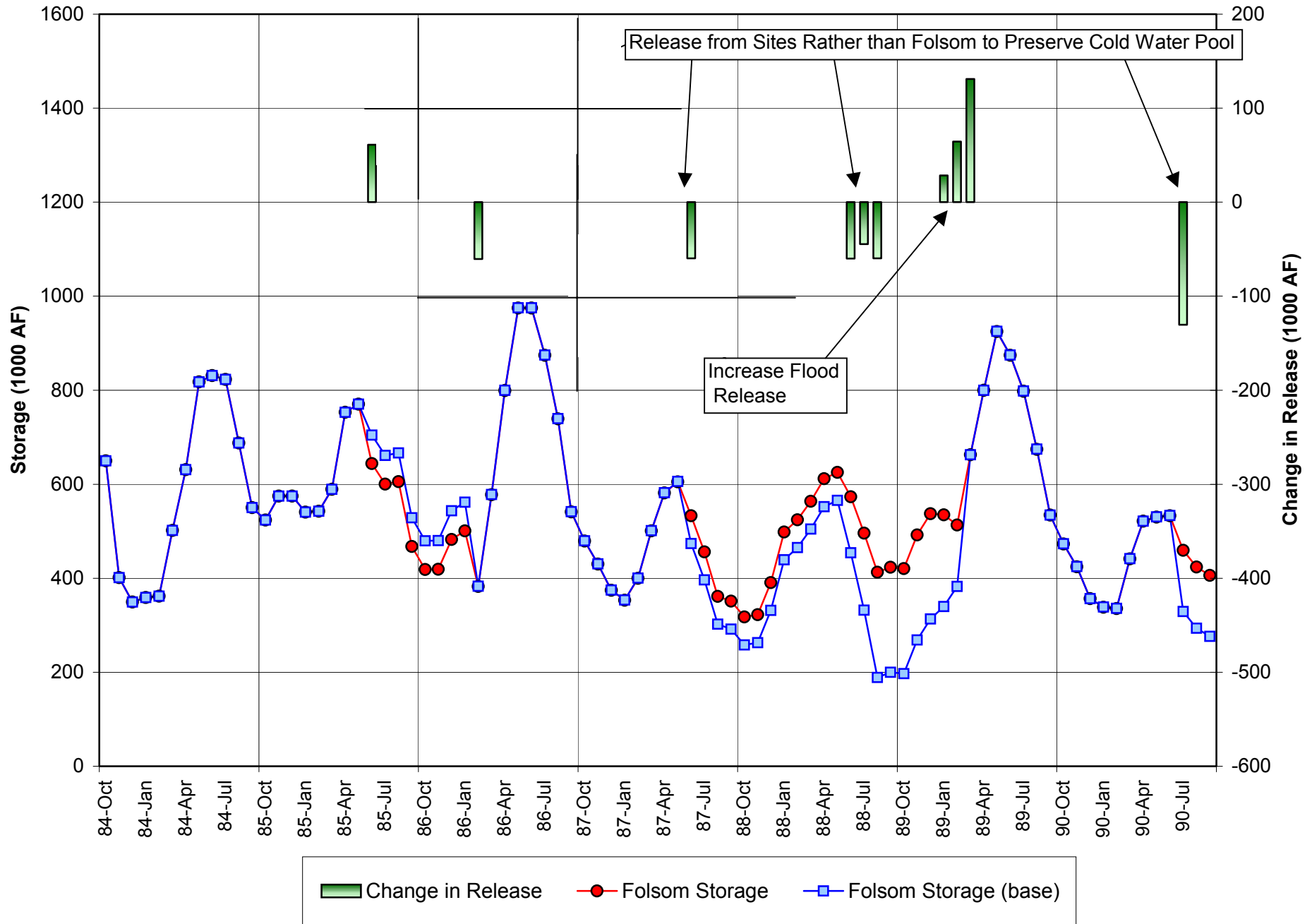
Interactive Modeling October 11, 2001





# Folsom Reservoir Operation

Interactive Modeling October 11, 2001



# **Gaming Sites Reservoir**

## **June 2003**

Goal:

Operate EWA portion of Sites Reservoir

- Gain insight on EWA benefits from Sites Reservoir to aid in analysis using CALSIM



# Model Schematic

W. Yr: 1984 cfs  
 Mon: 7 Apr taf

<< < > >>

Oroville

3,279

3,279

0

262

262

Folsom

765

765

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CVP NOD

Settlement

Ag service

M&I

Refuge

Shortage

Delivery	Allocation
285	100%
50	100%
15	100%
1	100%
0	

CVP SOD

Exchange

Ag service

M&I

Refuge

Shortage

Delivery	Allocation
64	100%
87	69%
11	94%
13	100%
0	

SWP SOD

MWD

Ag

M&I

Art 21

Shortage

Delivery	Allocation
173	100%
89	100%
256	101%
0	100%
0	

Shasta

4,375 4,375 total

4,375

0

Keswick

432

432

Min 327

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# **San Joaquin River Restoration Project (FWUA – NRDC) Example**

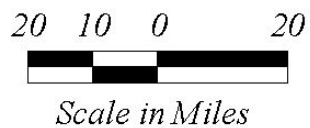
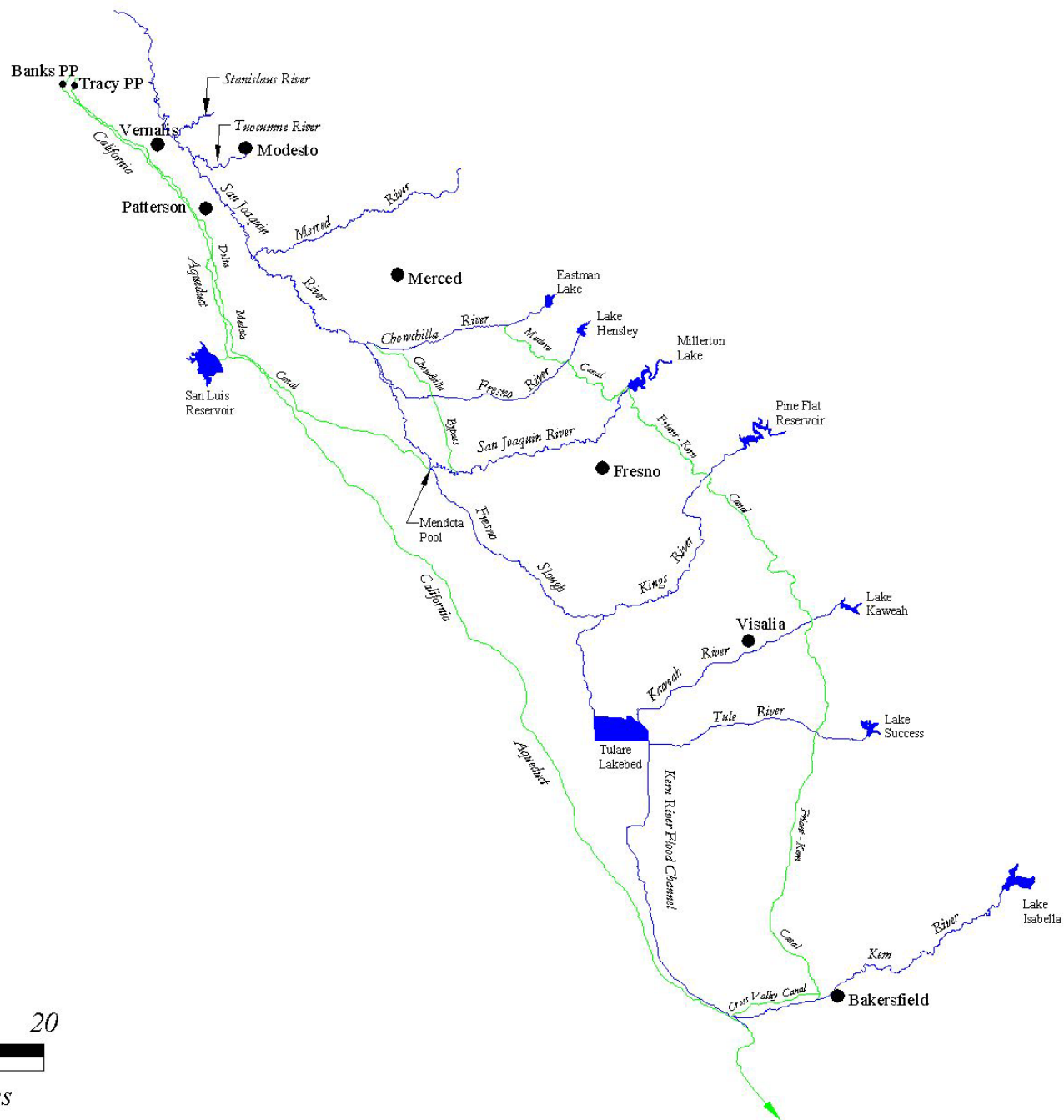
## **Project Objective**

- Provide flow to San Joaquin River below Friant Dam while maintaining water deliveries

## **Purpose of gaming in accomplishing project objective**

- Education – Develop common understanding
- Learn about alternatives and potential operations
- Help define functionality of simulation model
- Help define assumptions in simulations





Summary for WY: 1993  
Apr

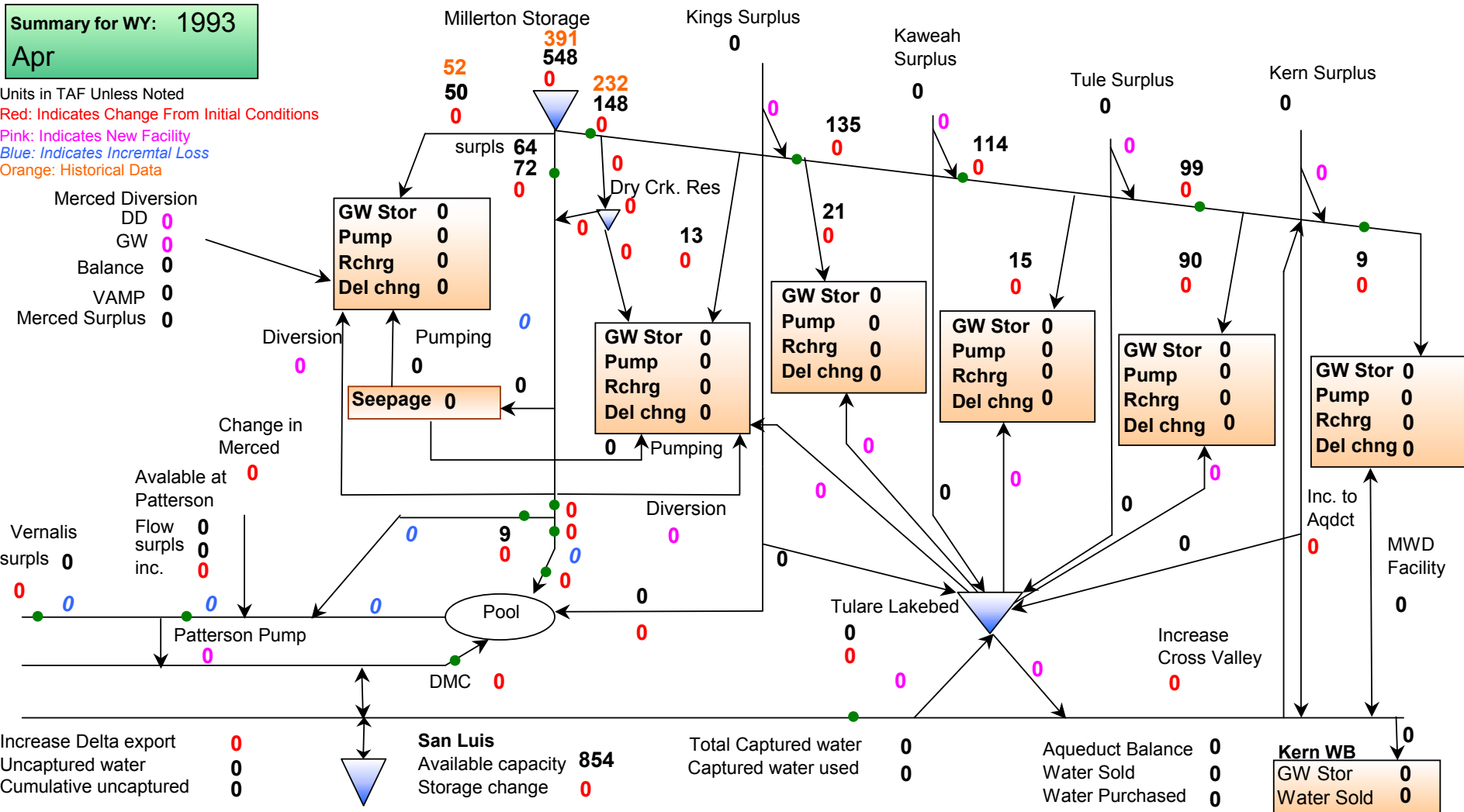
Units in TAF Unless Noted

Red: Indicates Change From Initial Conditions

Pink: Indicates New Facility

Blue: Indicates Incremental Loss

## Orange: Historical Data





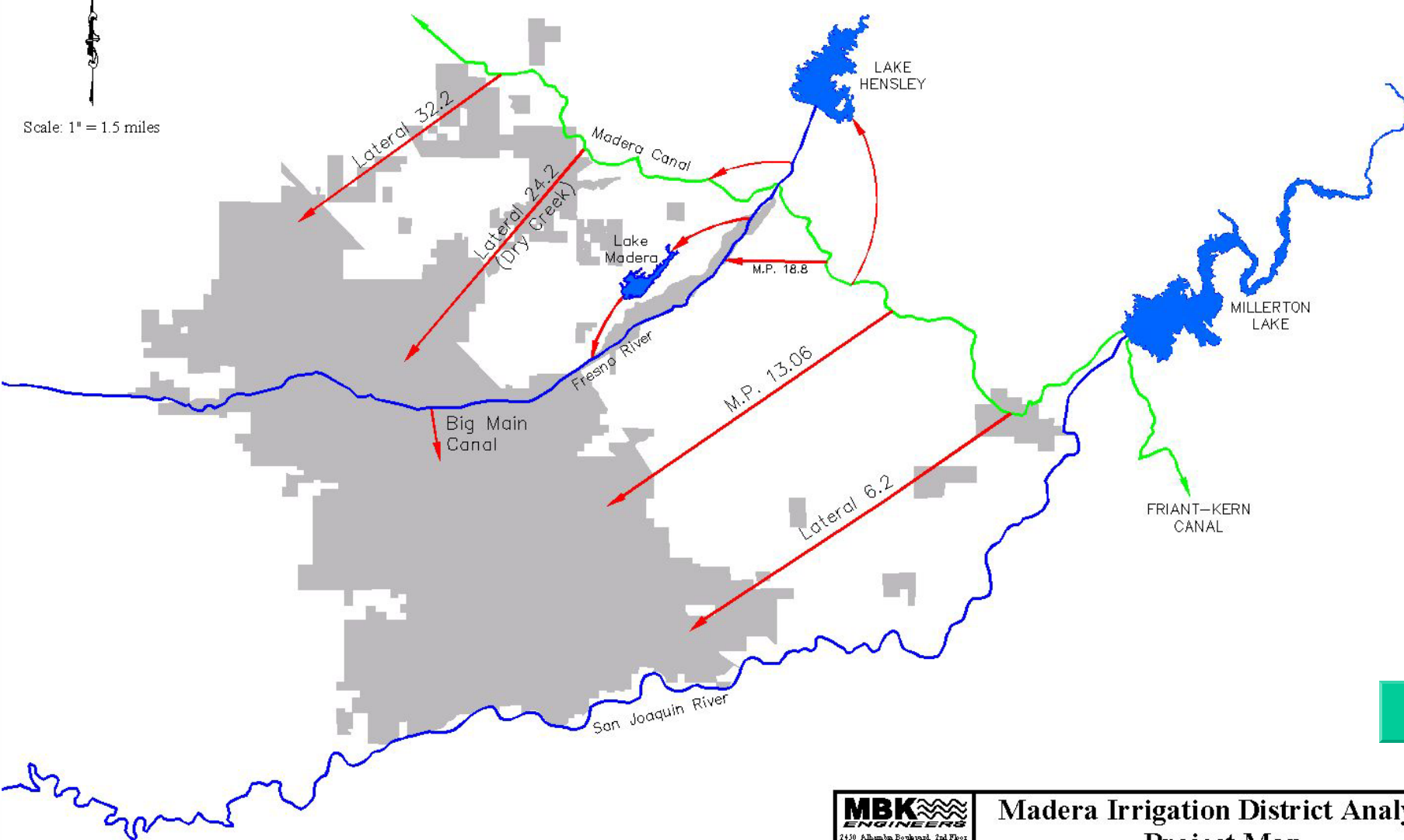
# Madera ID Example

Specific to single district

Focus:

- Stabilize ground water Levels
- Expanded conjunctive use
- Possible enlargement of regulatory reservoirs
- Reoperation of existing facilities

Scale: 1" = 1.5 miles

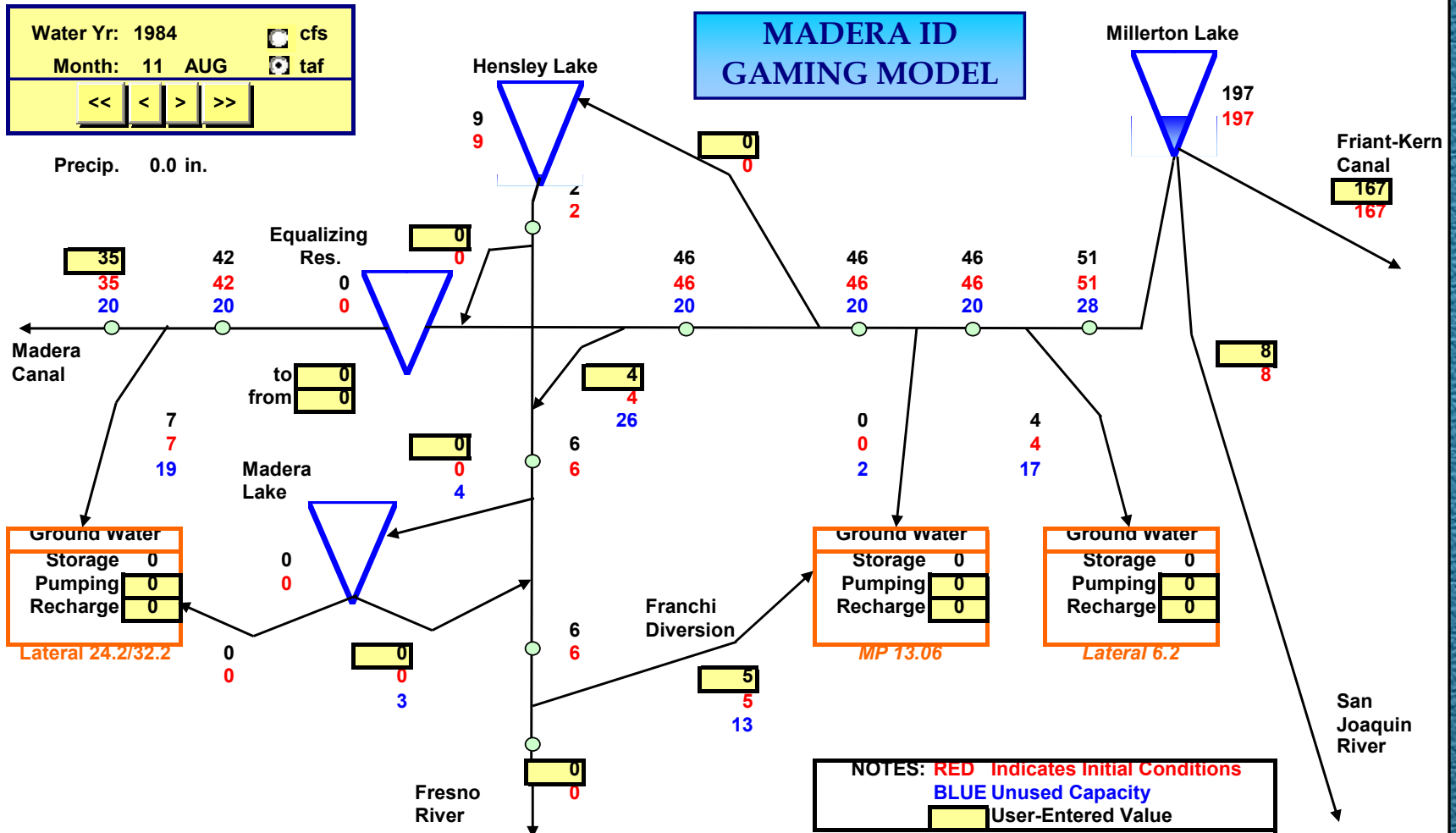


**MBK**  
**ENGINEERS**  
2450 Alhambra Boulevard, 2nd Floor  
Sacramento, California 95817  
(916) 454-4400

**Madera Irrigation District Analysis  
Project Map**



# Model Schematic



# Marin MWD Example

Specific a municipal water district

Focus:

- Integration of new supply
  - Expanded supply pipeline
  - Desalination plant
- Reoperation of existing facilities

Performed game by:

- Stepping through monthly operation
- Simulating through 73 year hydrologic sequence

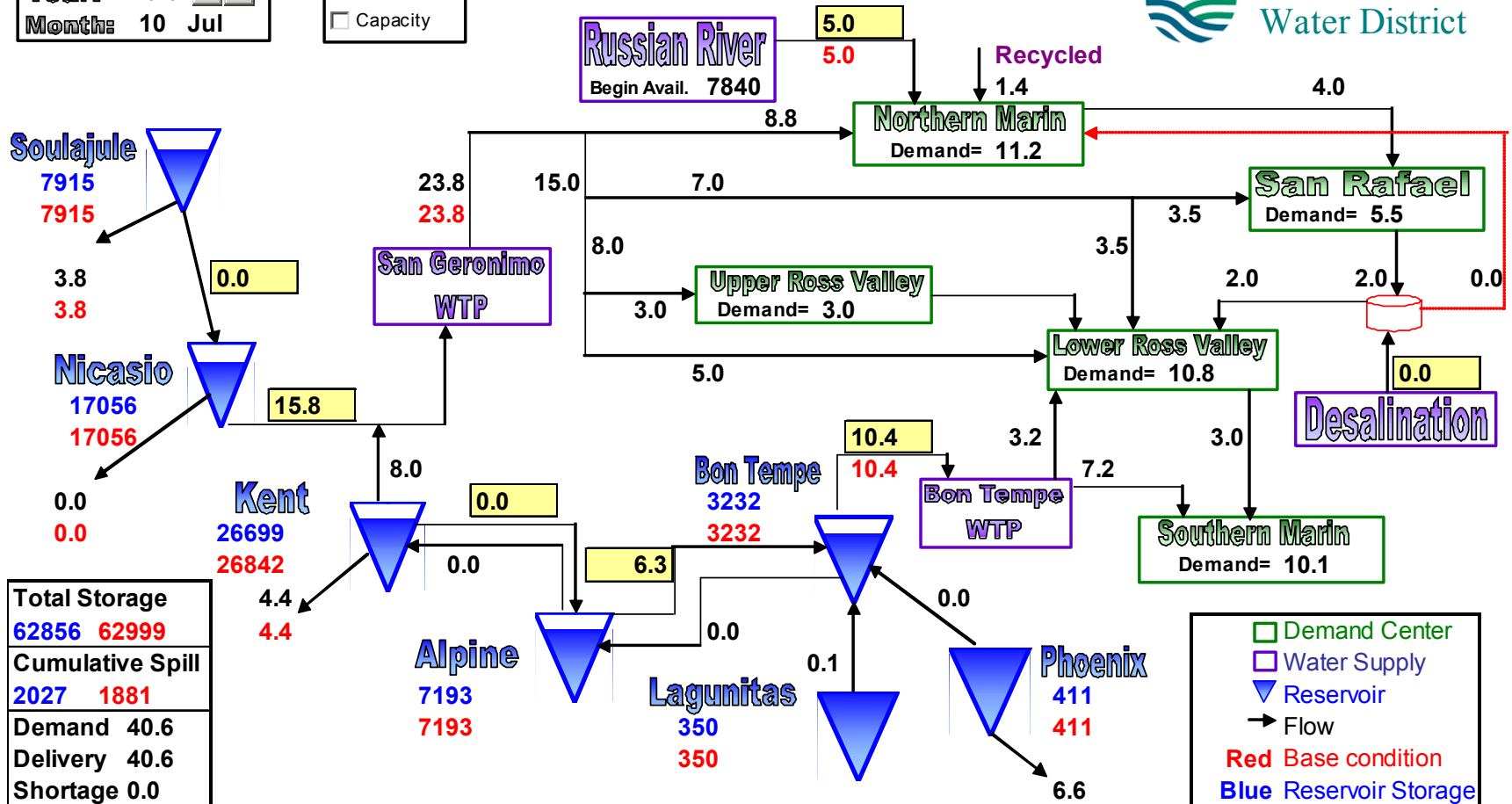


# Model Schematic

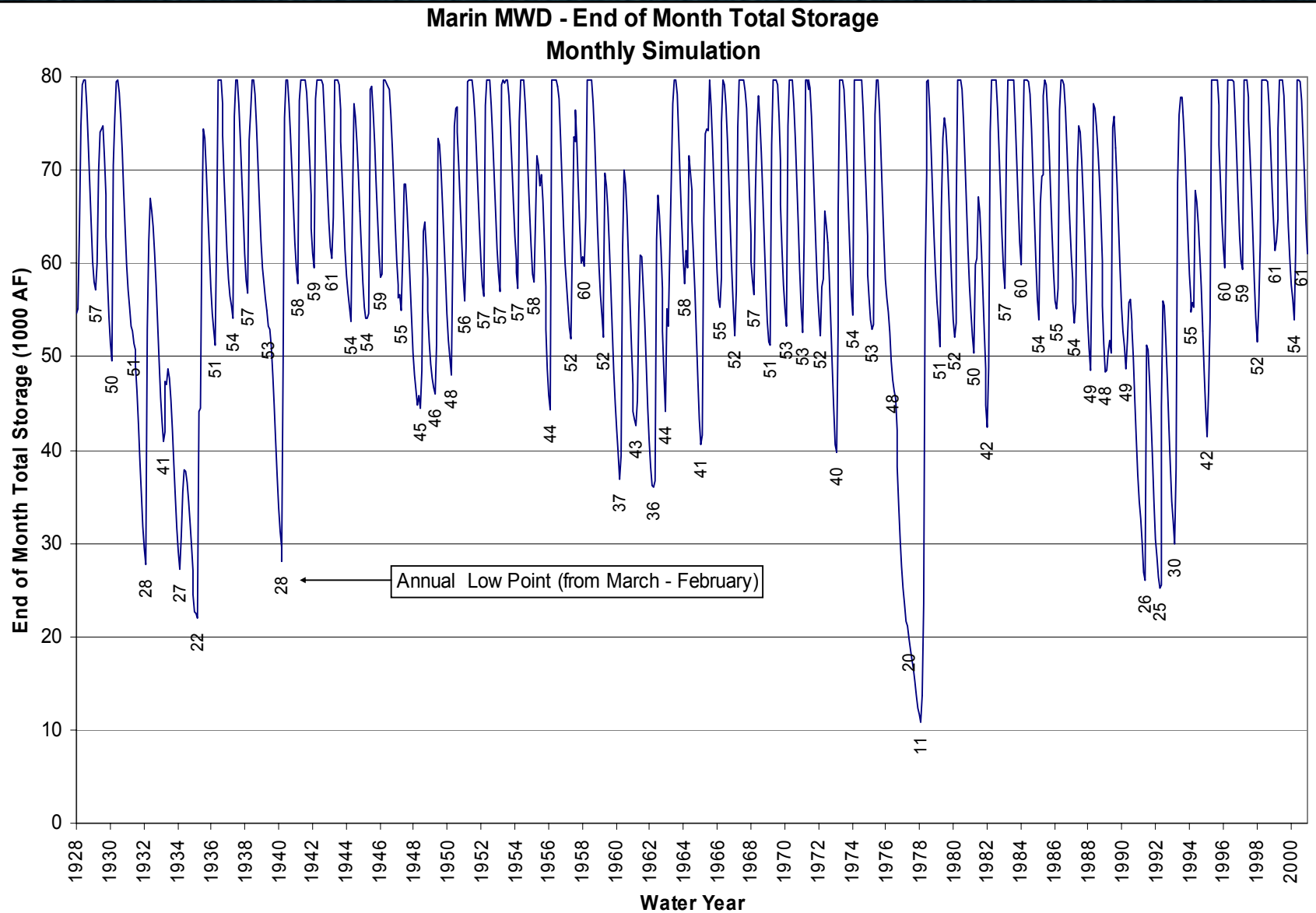


Water  
Year: 1929 < >  
Month: 10 Jul

MGD  
Acre Feet  
Capacity



# Sample Simulation Results





# **KRWA / MWD**

## **Fall 2002 - Spring 2003**

**Department of Water Resources**

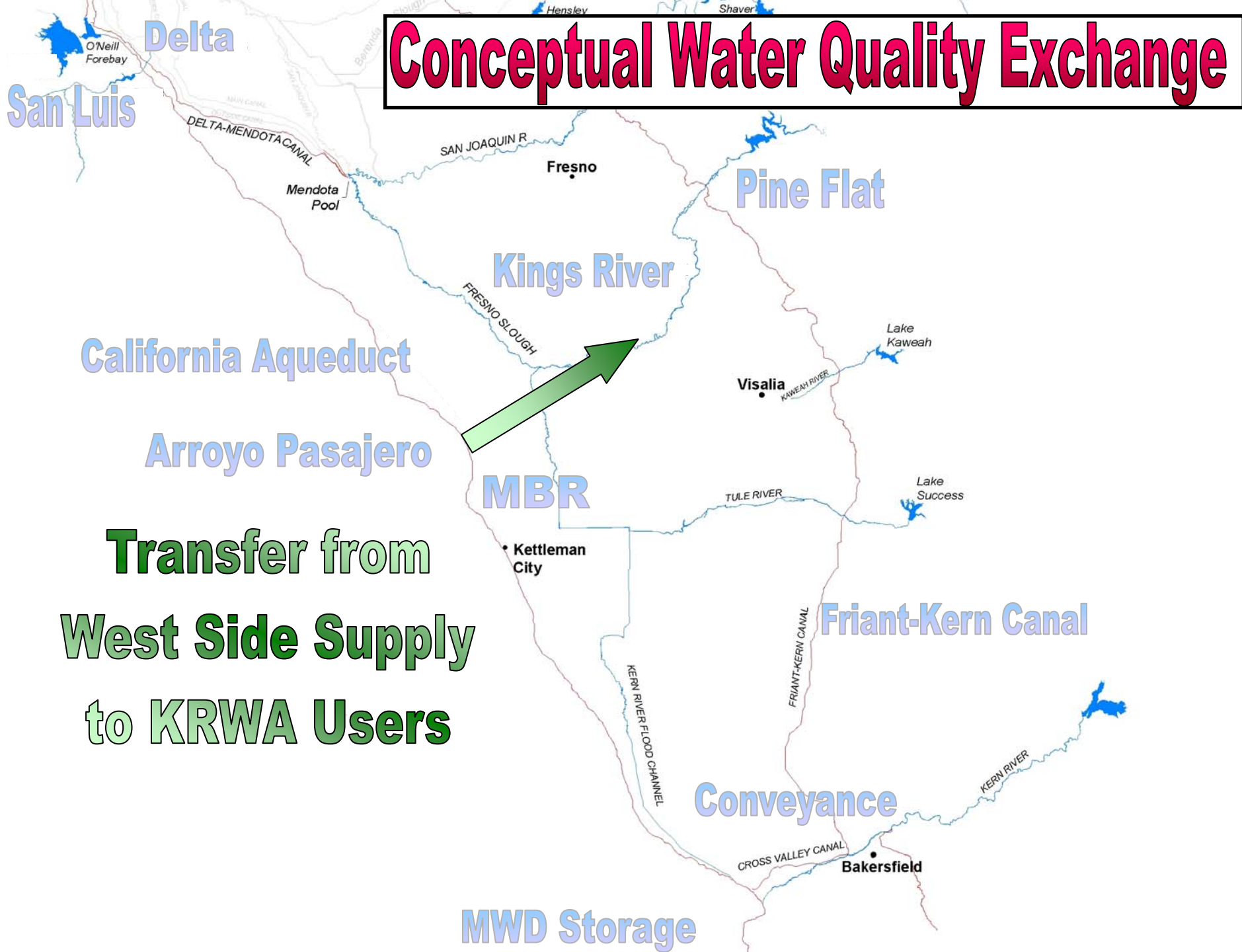
**EWA**

**Arroyo Pasajero**

**Kings River Water Association**

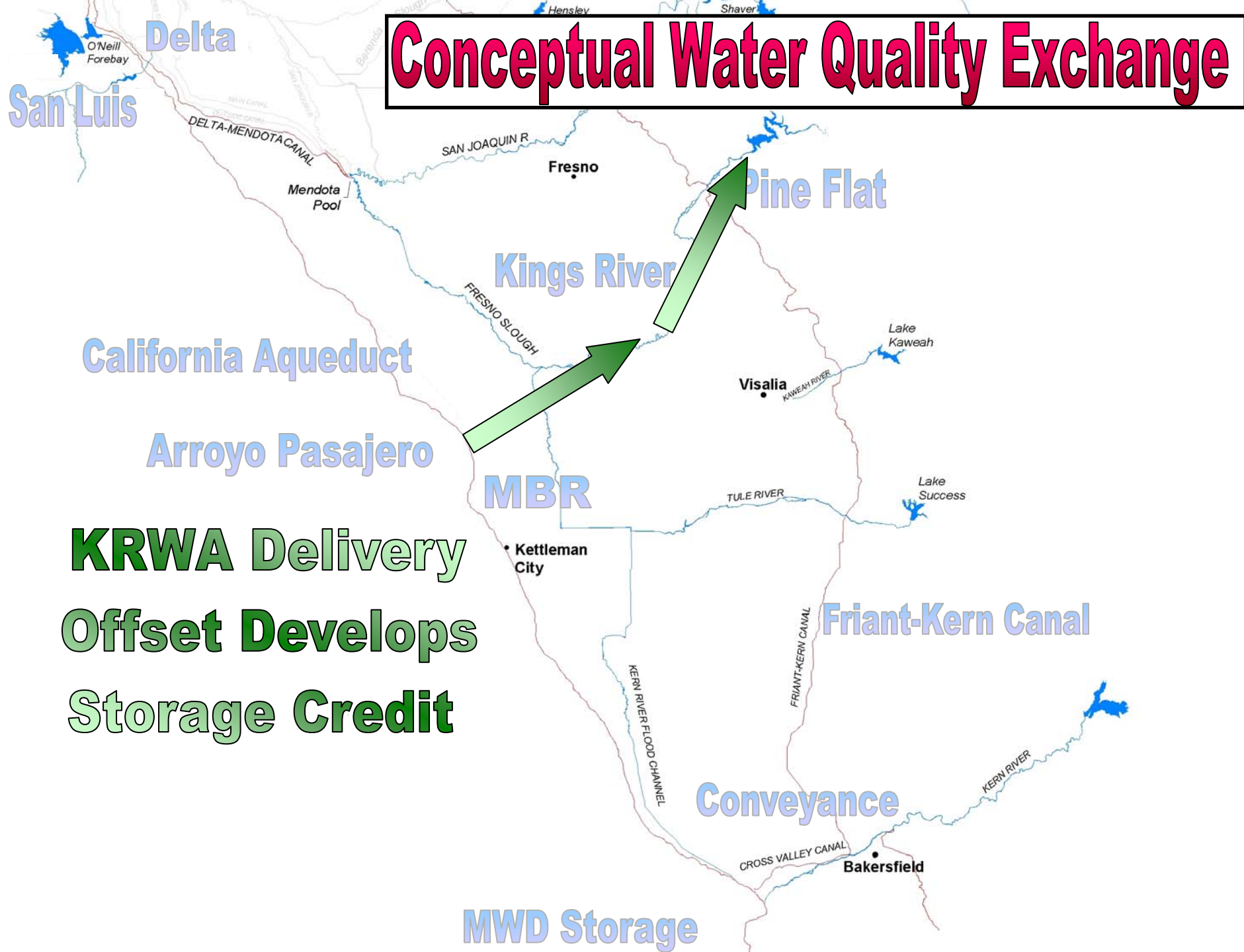
**Metropolitan Water District of So. CA**

# Conceptual Water Quality Exchange





# Conceptual Water Quality Exchange

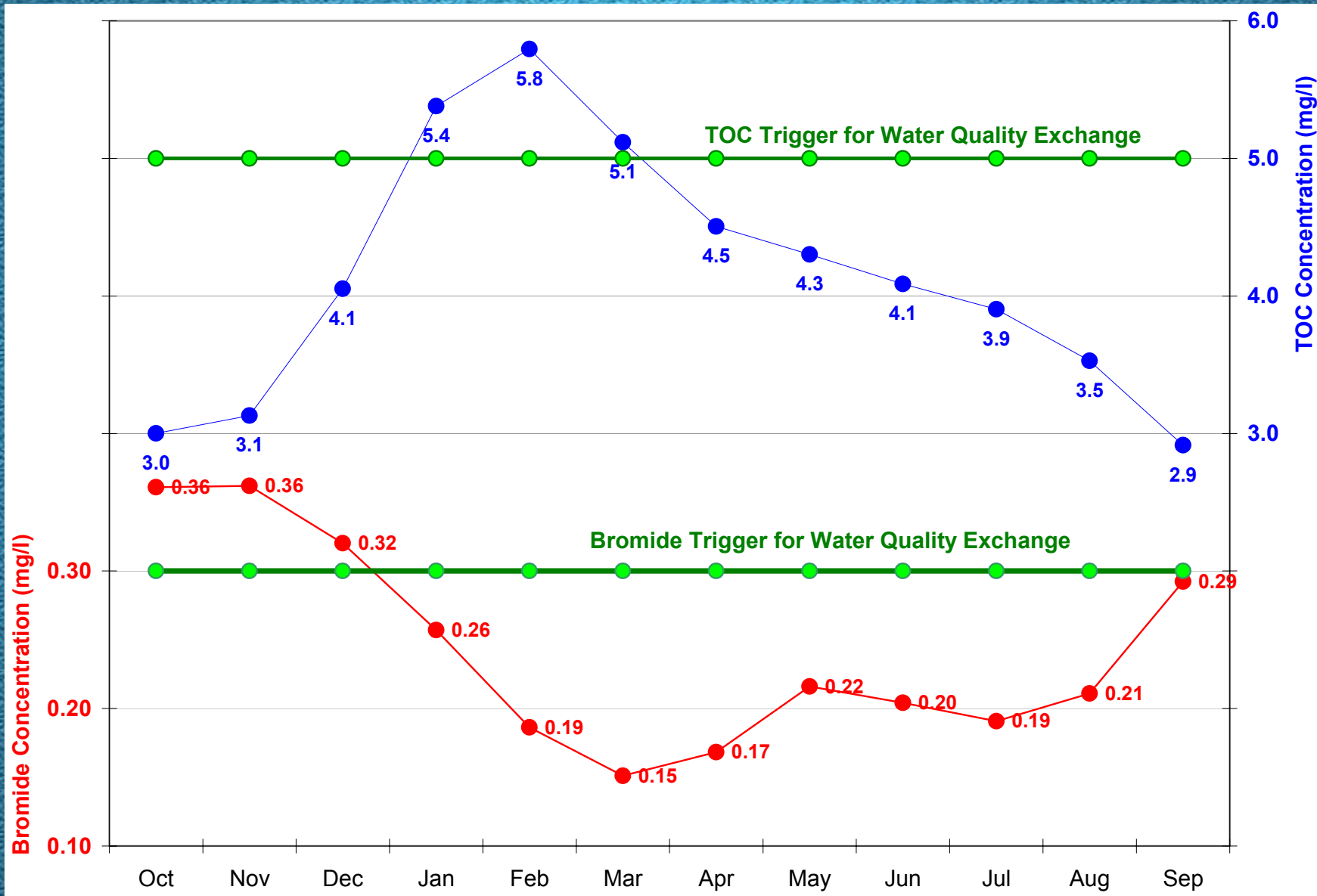


# Conceptual Water Quality Exchange





# Sample Average Monthly Water Quality in California Aqueduct at Edmonston



# **Friant Water Users / MWD**

## **Spring - Summer 2004**

Status: Just starting – first session in June

Goal:

- Water supply reliability
- Water quality benefits



# Geographic Scope

CVP / SWP

Delta

San Luis

California Aqueduct

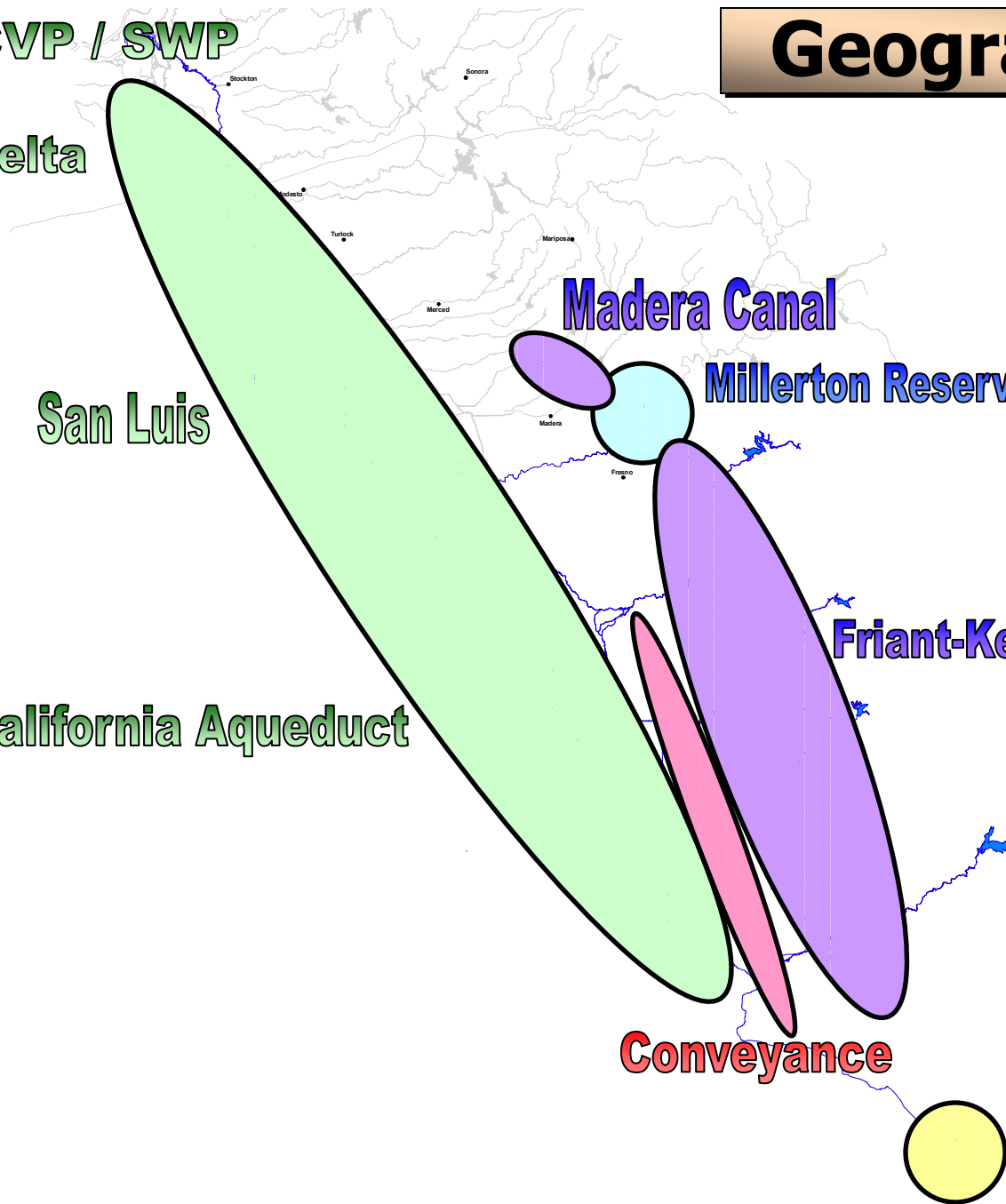
Madera Canal

Millerton Reservoir

Friant-Kern Canal

Conveyance

MWD Storage





# Conclusions



# Gaming is Not Gambling









# Benefits of Gaming

- Education – Develop common understanding
- Better define problems to be solved
- Better define alternatives
- Aid in developing analysis
- Input from range of stakeholders
- Saves time
- Builds confidence
- Argue about issues rather than model